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Return To Earth

MICRO PROSE[®]
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PARAGON

Software

MANTIS

Earth has been ambushed by a barbaric race of insect-like creatures with unprecedented firepower and technology. Earth's only hope rests with its courageous starfighter pilots and with the one ship capable of overcoming the aliens' high-tech edge: the XF5700 Experimental Fighter (codename: Mantis). You're the pilot of the test starfighter, about to be hurled into the space battle of a lifetime. Over 5 megabytes of digitized graphics and sound make Mantis a treat for the eyes and ears — and the gaming story of the decade.

for IBM-PC/Tandy/compatibles and Amiga.

TWILIGHT 2000

You lead a ragtag group of survivors — soldiers, scholars, refugees and rogues — in the aftermath of World War III. Select the members of your squadron, up to 20 in all, while choosing the special skills and characteristics your character will have. Pit your leadership abilities and the capabilities of your team against the military might of a maniacal genius obsessed with winning a war the world lost — no matter what the price. Based on the smash role-playing game by Game Designers' Workshop, Twilight 2000 features extensive character generation, 2-D overhead and 3-D "simulation" perspectives, hundreds of authentic weapons and more.

for IBM-PC/Tandy/compatibles.

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS

More than just a continuation of an acclaimed series, MegaTraveller 2 is a new, exciting direction in computer role-playing technology. Control one character, but command four others — each responding to your orders according to the personalities and objectives you give them. Over 100 detailed worlds, hundreds of fascinating characters, and a challenging mystery to unravel. Game design by Traveller creator Marc Miller.

for IBM-PC/Tandy/compatibles.

TROIKA

Russian game designer Dima Pavlovsky delivers three times the fun of TETRIS™ with a trilogy of addicting, challenging games guaranteed to require a cool head as well as fast reflexes. Repel alien invaders with uncanny timing and brilliant strategy in *Rebel Planets*; construct a complex network of metal tubing from random parts in *Metal Hearts*; and work your way through time, solving baffling visual puzzles along the way, in *Ivan*.

for IBM-PC/Tandy/compatibles.

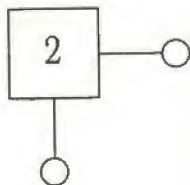
Twilight: 2000, Space 1889 and MegaTraveller 2: Quest For The Ancients are produced under license from Game Designers' Workshop. TETRIS is a registered trademark of AcademySoft-ELORG.

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Return To Earth

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PARAGON
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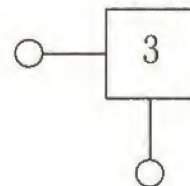
MILLENNIUM
RETURN TO EARTH

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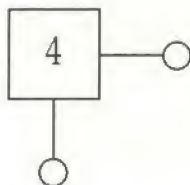


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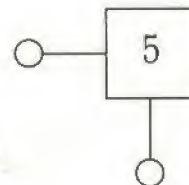
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Technical Supplement



IBM-PC/PCXT/PCAT/PS2 and COMPATIBLES; TANDY 1000/3000

NOTE: All DOS commands are presented in this technical supplement surrounded by brackets []. Anything appearing between these brackets should be entered exactly as written. Commands surrounded by <> indicate key strokes such as <enter> or <space bar>. Commands surrounded by () indicate the general nature of the information you should enter, but not specific information itself. All DOS commands are also separated from other text in this technical supplement, either by several spaces or a full line. For instance, the command

[md] (directory name) <enter>

would instruct you to enter the DOS command md (for make directory), followed by the name you wish to give to the new directory, followed by pressing the <enter> key on your keyboard.

GETTING STARTED

Booting The Game From A Floppy Disk

1. Boot your machine using the DOS disk.
2. Before starting Millennium, you must make backup copies of all the diskettes that came in the box. See the section titled Creating Backup Copies of the Game for specific instructions on making backup diskettes. Place the originals in a safe place.
3. Insert the A disk of Millennium in drive A (or whatever drive is applicable to your machine).
4. Make sure that the DOS prompt is addressing the drive containing disk A. To begin loading the game, type [Mill] <enter> at the prompt.

Hard Disk Installation And Booting

To install the game to your hard drive, you should create a directory where you will copy the game. To create a directory, do the following:

1. From the C: prompt, type [md] (directory name) <enter>

Example: md Millennium <enter>

2. From the C: prompt, you can access the directory you created by typing [cd\] (directory name) <enter>

Example: cd\Millennium <enter>

3. Once you have created a directory and accessed that directory, copy the files from all disks into the directory you created. This can be done by inserting a disk into drive A and typing: [copy a:*.*) <enter>

This DOS command copies all files from the A drive into the directory you created on the hard drive. Repeat this command for the remaining game disks. Be sure the appropriate game disk is in the appropriate drive before entering the DOS command.

4. Once you are finished copying the files onto the hard drive, store the original diskettes in a safe place. Make sure the DOS prompt is addressing the directory containing your game, and then type: [Mill] <enter>

If you are using floppy drives to play Millennium, you will need to create backup copies of the game. To create backups, you will need blank, formatted disks. Format the disks using the DOS command: [format a:] <enter>

Make sure none of the Millennium game disks are in the drive when you execute this command. Format the same number of disks that came with the game.

Now use the DOS diskcopy command to copy the game disks to the newly formatted disks. From a single drive, type: [diskcopy a: a:] <enter> and follow the prompts for inserting and switching disks in the A drive.

If you have two disk drives, insert the game disk into drive A and the blank, formatted disk into drive B. Then type: [diskcopy a: b:] <enter>

You will need a full 640k of memory to run this program. When you run the program, you will need to set one of the following sound modes for the game: PC SPEAKER, ROLAND, COVOX, ADLIB or SOUNDBLASTER.

The graphics mode will automatically be selected by the program, according to your system's setup.

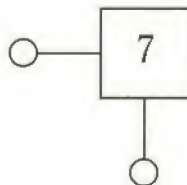
Creating Backup
Copies Of The Game

Installation
Options

Interface Options

Millennium can be played from the keyboard or with a mouse. An explanation of each is provided in the Game Player's Manual.

NOTE: A joystick option is not supported.



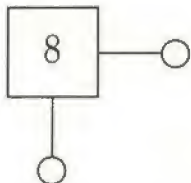
SAVING AND RESTORING GAMES

Saving Games

A game can be saved anytime during play. To save a game, select the *File Access Icon*, then the Save Game option from the menu. There are four Save Game positions to choose from. The current game being played is saved under the Save Game position selected.

Restoring Games

A saved game can be restored at any point during play. To restore a game, select the *File Access Icon*, then the Load Game option from the menu. Select one of the four game positions you wish to restore.



Technical Supplement

Commodore Amiga 500/1000/2000/3000

NOTE: Millennium will work on any Amiga with at least 512K of memory and a floppy disk drive. If you only have 512k of memory, it will be necessary to disconnect any external drives and peripherals and ensure that no other programs are installed on your system.

Millennium can only be played from the floppy disks and CANNOT be installed on a hard drive.

Turn on your machine. Insert the Millennium disk into any disk drive at the Workbench prompt. The game will autoboot within a few seconds and will start playing the introduction sequence.

1. Make sure the original disks are write-protected. (You should be able to see through the write-protect tab).
2. Use the duplicate option on the Amiga Workbench to make a copy of the disk.

Millennium can only be played with a mouse. No keyboard or joystick options are available.

A game can be saved at any point during play. Before you can save a game position, you must have a blank, formatted disk. You can format a blank disk by inserting it into the disk drive and selecting the *File Access Icon* and then by selecting the *Format M2.2* option. You can then save a game by selecting the *File Access Icon*, inserting the blank, formatted disk into the disk drive and selecting the *Save* option. You have four *Save Game* positions to choose from once you have selected the *Save* option.

GETTING STARTED

Booting The Game
From A Floppy Disk

Creating Backup
Copies Of The Game

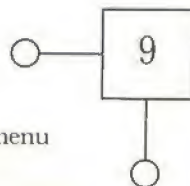
Interface Options

SAVING AND RESTORING GAMES

Saving Games

Restoring Games

A saved game can be restored at any point during play. To restore a game, insert the Save Game disk into the disk drive and select the *File Access Icon*. You will then select the LOAD option from the menu and choose the game position you wish to restore.



January, 2200 A.D.

Every available telescope on Earth was pointed at the constellation Gemini to observe the incoming Object. Every scientific mind frantically searched for an answer, a solution to the most chilling crisis in history.

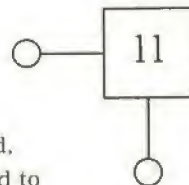
The crew of Luna Base 1, hard at work on revolutionary scientific experiments on the Moon's Sea of Tranquility, was ordered to focus all attention on the crisis, instructed to correlate and verify all of Earth's observations. Physicists and mathematicians frantically calculated and filed the ocean of information that poured in from all sources, keeping strict account of the Object's steady approach for the history books.

Its estimated mass was more than 20 trillion tons; its velocity and trajectory were painstakingly calculated. The results were sadly confirmed. Earth stood directly in the Object's path. The point of impact was difficult to estimate, but experts predicted a terrifying, apocalyptic hypothesis: the Object would collide with Earth somewhere in the northern Pacific ocean.

The only practical attempt to divert the Object's course had been futile. A team of specially-trained explosive experts landed on the Object and planted a massive nuclear charge. In order to miss Earth, the Object needed to be diverted 10,000 miles. But the nuclear blast failed to measurably shift the course of the Object, and the final hope of Earth was extinguished.

It was too late. Superpower warheads were programmed for specific enemy targets; reprogramming the missiles would take far too much time. Even if the missiles could have been reprogrammed, they could not solve the crisis; in fact, they would only intensify it. A 20 trillion ton object, smashed into a million pieces, would produce a deadly shower of million-ton debris across the globe. Earth stood a better chance of fighting a monster than an army of giants. As the people of Earth braced themselves, every weapon of mass destruction upon which man had

spent so much time, effort and money suddenly became infinitesimal and insignificant.



Everyone on Lunar Base 1 witnessed the event with a horrified, shocked gaze. The predictions were correct. The Object plummeted to Earth and smashed a hole straight through the Pacific ocean, spewing billions of gallons of water vapor into the atmosphere. Like a bullet through glass, the Object's velocity was unaffected and it plowed through layer after layer of Earth, eventually embedding into the inner crust, cracking it wide open. As the Object came to rest, the planet suffered the devastating after-effects.

The underlying magma core, now unleashed, ran wild over what used to be the sea bed, splattering millions of tons of molten lava behind a stream of superheated steam. As the remaining ocean flooded in to fill the gaping hole, it vaporized instantly from the searing heat. It seemed an unstoppable process. Shock waves ran across the planet and Earth rang like a bell. Violent earthquakes, of a magnitude unknown to man, split more of the Earth's crust, scattering more debris, dust and steam across the globe. Winds raged in a frenzy, carrying great plumes of debris far into space and across the surface of the planet. The human race fought for its life, choking on the poison gasses and savage, swirling air. Slowly, but surely, the blue-grey disk turned darker and darker. Life ebbed away and civilization ceased to exist...

The crew of Lunar Base 1 no longer had a home to return to.

Introduction to the Main Scenario

You are the Commander of Luna Base 1. You and your crew are all that remain of the shattered human race. At first you were simply a lunar research chief, but now your objective has changed radically. Instead of a minor research station, Luna Base 1 must now become a functioning, congenial society in order to support the survival of mankind.

Terraforming — the remolding of other planets into Earth-like clones — is still a science in its infancy. Now you must use the process on your own world before any form of life can be re-established. The barren resources of the moon are not sufficient to achieve the re-colonization of Earth, so other planets must be explored, settled and possibly even conquered before enough vital materials are gathered for the terraforming process and the rebirth of life on Earth.

As Commander of Luna Base 1, you must oversee the restructuring plan, making sure that the interstellar colonies you establish survive unscathed. At the same time, you must also gather enough resources for future colonization, which will ultimately lead to the terraforming of Earth. Along the way, you will discover other objects that may be useful in your quest, and even an enemy alien race that must be destroyed before Earth can be reborn.

Only you, the Commander of Luna Base 1, can lead what remains of the human race and its culture to a new and revived prosperity. It's a tremendous, difficult, pressure-filled task only you can attempt.

You are mankind's last thread of hope. Good Luck!!

Gameplay

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Game Icons

There are ten main game control icons, located at the top of the screen. Each is identified by name — in the upper right corner of the screen — as the arrow cursor is moved across each individual icon.

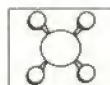
To select an icon with the mouse, simply position the arrow cursor on the desired icon and press the left mouse button. With the keyboard, use the numeric keypad arrow keys or the function keys — F1 through F10 — to move the arrow cursor to the desired icon and press the "5" key on the numeric keypad to select it. To return to the Moon Base screen, press the right mouse button or the <Delete> key.

NOTE: CTRL + K toggles between keyboard mode and mouse mode. If using a keyboard, holding the SHIFT key down while using the arrow keys on the numeric keypad speeds up the movement of the arrow cursor.

The icons, listed in the order they appear, from left to right, are:



1. *Moon Base Icon.* Select this icon to obtain a view of Moon Base and the seven departments accessible on this base. You may also access this screen by pressing the right mouse button or the <Delete> key.



2. *Colonies Icon.* Select this icon to obtain a list of the colonies that are established on other planets or moons. You may access any one of these colonies by placing the arrow cursor on the name of the colony and pressing the left mouse button or the "5" key on the numeric keypad.



3. *Craft Roster.* Select this icon to obtain a list of all ships currently in service. You may access any ship on the list to receive information on the status of the craft or to obtain control of it. If a ship is based on a colony, the base screen of the planet or moon is displayed. To select a ship, place the arrow cursor on the name of the craft you wish to view and press the left mouse button or the "5" key on the numeric keypad.

4. *Data Base Icon.* Select this icon to obtain a list of the planets and their

moons that are contained within the solar system. You may access information about the planets and moons by placing the arrow cursor on the name of the one you wish to view and pressing the left mouse button or the "5" key on the numeric keypad.

NOTE: A planet or moon must be researched before there is any information available on it.

5. *Bulletin Board Icon.* Select this icon to obtain a list of the most recent achievements and events that have occurred.

6. *File Access Icon.* Select this icon to save or load a game, turn the sound on or off, start a new game or quit the game currently being played. When this icon is selected, you are presented with two menus. The menus and the options under each are:

Save Or Load Game Menu

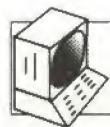
The menu displayed on the left side of the screen allows you to save a game or load a previously saved game. The Load Game option, on the left side of the menu, is represented by green dots under the category "L". The Save Game option, on the right side of the screen, is represented by red dots under the category "S". The game day of the saved game(s) are listed between these two options. To load or save a game, simply position the arrow cursor on the corresponding colored dot and press the left mouse button or the "5" key on the numeric keypad of the keyboard.

NOTE: A maximum of **four** games can be saved.

Miscellaneous Menu

Sound Option. Allows you to turn the sound on or off. To do this, place the arrow cursor on the dot to the left of the option and press the left mouse button or "5" on the numeric keypad of the keyboard.

New Game Option. Allows you to start a new game. To select this option, position the arrow cursor on the dot to the left of it and press the left mouse button or "5" on the numeric keypad of the keyboard.



Quit Game Option. Allows you to return to the DOS prompt.

To do this, place the arrow cursor on the dot to the left of the option and press the left mouse button or "5" on the numeric keypad of the keyboard.



7. *Log Icon.* Select this icon to obtain a chart of your CTR (Civilization Technology Rating). Your CTR is based on the number of spacecraft currently in service, the number of colonies that have been established and the combined population of all colonies.



8. *Zoom Out.* Select this icon to obtain a view of the inner and outer solar system. From the Moon Base screen select the icon to display the inner solar system. Select the icon again to display the outer system. From the outer system, the center is called the Inner System and contains the sun, Mercury, Venus, Earth and Mars. The outer regions of the system contain Jupiter, Saturn, Uranus, Neptune and Pluto.

As the arrow cursor is moved over each planet, the planet name is displayed in the upper right corner of the screen. If you move the arrow cursor onto a planet and press the left mouse button or the "5" key on the numeric keypad, a screen of the planet and its surrounding moons is displayed. Then, if you position the arrow cursor on the planet or one of its moons and press the left mouse button or the "5" key on the numeric keypad, the planet or moon, its orbital ring, and any ships in orbit are displayed.



9. *Advance Hour Icon.* Select this icon to advance the time by one hour. The time is displayed at the end of the row of main game icons.



10. *Advance Day.* Select this icon to advance the day by one. The day is displayed directly below the time.

Moon Base Stations

There are seven stations that comprise the Moon Base. These seven stations must be utilized in order to progress through the game. As the arrow cursor is moved onto each station, the name of the station is displayed in the upper right corner of the screen.

These stations include:

Energy Station. Select the Energy Station to obtain a view of the solar generator (SolaGen). When the game begins, the station is being operated on battery power, with an MKI SolaGen in storage.

SolaGens must be constructed in order to supply more power to the stations on the base. There are ten different models of the SolaGen and each time a larger SolaGen is put into operation, solar panels are added to the generator. To place a larger SolaGen into operation, simply place the arrow cursor on the SolaGen to be used and press the left mouse button or the "5" key on the numeric keypad.

On the left side of the screen is information about the current status of the station. This information includes: power source and output of the SolaGen currently being utilized, how much of the power is being used by the base and the number of each model of SolaGen that is currently inactive and in storage.

NOTE: An Energy station and a SolaGen MKI are provided to every colony when it is established on another planet or moon.

When viewing the Moon Base screen, the *Energy Icon* at the bottom of the screen indicates the status of the Energy station. If the icon is red, the base is currently running on battery power or utilizing most of the SolaGen's output. If the icon is green, a SolaGen is supplying sufficient power to the base with an abundance of power to spare.

Life Support Station. Select the Life Support Station to obtain a view of the life support nodules. When the game begins the only housing for the population on Moon Base is the main life support station, which will house 100 people. Nodules must be constructed in order to increase the population of Moon Base and, more importantly, the overall population of the human race. Moon Base can support up to six nodules with a population of 600; bases established on other planets and moons can only support one nodule with a population of 100. On the Moon, each time a nodule is built, it is attached to the main life support station.

In the lower left corner of the screen is information concerning the status of the Life Support station. This information includes: the number of nodules currently being utilized, the type of atmosphere the nodules are providing for the population, life type (i.e. — Human, Martian, Sulpheroid, etc.), total capacity of the current life support station and the current population of the base.

NOTE: A life support station and one nodule are provided to every colony when it is established on another planet or moon.

When viewing the screen of Moon Base, the *Life Support Icon* at the bottom of the screen indicates the status of the Life Support Station. If the icon is red, there are less than 25 people living on the base. If the icon is yellow, there are between 25 and 49 people on the base and if the icon is green, there are more than 49 people living on the base.

Production Station. Select the Production Station to obtain a view of the Production area. Everything you must build to progress through the game is constructed here. At the beginning of the game, the only objects you may build are probes, SolaGen MKIs, and nodules — these objects have already been researched. You must research the rest of the equipment you need at the Research station before it can be built.

To view the list of items that may be constructed, position the arrow cursor on the monitor above the chair and press the left mouse button or the "5" key on the numeric keypad. If an item name is displayed in red, the object has been researched, but not yet built or there were production problems with the last one. If the item name is yellow, the object is partially built, and if the item name is green, at least one of this object has been constructed.

NOTE: An item must be researched before it is added to the list.

To select an item to be built, simply position the arrow cursor on the name of the item and press the left mouse button or the "5" key on the numeric keypad. A small window then appears with the mineral requirements for construction of the

item. If the minerals are available, construction of the item begins and a picture of the object is displayed on the platform to the right of the screen. If there is a shortage of minerals, the same window appears, but the deficient mineral(s) appear in red. Insufficient power may be another reason for being unable to construct an item.

At the bottom of the screen is some basic information about the status of any item currently being constructed. This information includes: the progress of completion, represented by a percentage and the amount of power required to build the object.

When viewing the Moon Base screen, the *Production Icon* at the bottom of the screen indicates the status of this station. If the icon is yellow, the production area is currently constructing an object. If the icon is green, the station is in idle mode, or not building anything at the present time.

NOTE: The Production Station can only be found on the moon. You cannot build this station on any other planets or moons.

Defense Station. Select the Defense station to obtain a view of the fighter bay. There are three icons in this station.

1. *Base Fighter Reserve Icon.* Displays the number of fighters currently available. When under attack, place the arrow cursor on the *Fighter Icon* and press the left mouse button or the "5" key on the numeric keypad to launch the fighters.

2. *Orbital Laser Reserve Icon.* Displays the number of orbital lasers currently available. When under attack, place the arrow cursor on the *Orbital Laser Icon* and press the left mouse button or the "5" key on the numeric keypad to activate the lasers. Combat data is relayed to you via a message box displayed in the upper right corner of the screen.

3. *Exit Icon.* Select this icon to return to the base screen of the planet or moon you are currently on.

Casualty reports, damage reports and mineral store losses are displayed on the

black screen. Directly below the screen is an icon labeled Tracking. During an attack, the number of enemy fighters being tracked is displayed here.

When viewing the screen of Moon Base, the *Defense Icon* at the bottom of the screen indicates the status of the Defense station. If the icon is red, you are being attacked and should man the Defense station. If the icon is yellow, you have no fighters or orbital lasers in reserve, and a green icon represents a neutral stage.

NOTE: Fighters and orbital lasers cannot be used simultaneously.

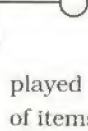
Resources Station. Select the Resources Station to obtain a view of the resource miner. The on/off switches are located in the upper left corner of the screen. To turn the miner on or off, position the arrow cursor on the desired option and press the left mouse button or the "5" key on the numeric keypad. Once the miner is turned on, it will start to gather and stockpile minerals.

On the right side of the screen— under the category "Kg/Day" — are the minerals that can be mined on the specific planet or moon. The numbers under this category represent amounts of the specific minerals, in kilograms, that can be mined in one day. The numbers that appear under the Stock category represent the amount of specific minerals — in quantities used in production — that are stockpiled on the planet or moon.

You must establish colonies on other planets and moons in order to mine all of the minerals you need to progress through the game. Minerals are used to construct every item or piece of equipment you require. You may also acquire minerals by mining asteroids.

When viewing the Moon Base screen, the *Resources Icon* at the bottom of the screen indicates the status of the resource miner. If the icon is red, the miner is turned off. If the icon is green, the miner is turned on.

NOTE: There must be at least 50 people present on a planet or moon before mining operations may begin. Mining operations require 30 kilowatts of power.



Research Station. Select the Research Station to gain access to the file folders of equipment and other items displayed here. There are five folders, each representing a different category of items. To select a specific folder, position the arrow cursor on the name of the folder and press the left mouse button or the "5" key on the numeric keypad. To select an item to be researched, position the arrow cursor on the name of the item and press the left mouse button or the "5" key on the numeric keypad. A folder labeled Project is then displayed with the name of the item being researched and the percentage of research completed.

The folders, listed in the order they appear, from left to right, include:

1. *Colonization.* Select this folder to obtain a list of all of the planets and moons in the solar system. If the name of the planet or moon appears in red, it has not been explored or researched yet. If the name is displayed in yellow, a probe has landed on the planet or moon and it can be researched. If the name appears in green, the planet or moon has been researched and information is available. If the name is displayed in white, a colony has already been established there. If a probe has been sent to a planet, and the research has been completed, you can view the information the probe obtained by positioning the arrow cursor on the name of the planet or moon and pressing the left mouse button or the "5" key on the numeric keypad. The available information consists of: an evaluation (whether the planet can be inhabited or not) and the minerals that can be mined from it.

NOTE: This same information can be viewed from the Data Base icon.

2. *Transportation.* Select this folder to obtain a list of the transportation ships. Ship names that appear in yellow have not yet been researched. Names appearing in green have been researched and may be constructed in the Production Station. The ships under this category include: Probe, Grazer, Waverider, Carrack, S.I.O.S, Fleet Carrier and Juggernaut. Information available on these ships include: the name of the ship, its weight and the production requirements

needed to produce one ship.

3. *Weapons*. Select this folder to obtain a list of the weapons. The weapon names that appear in yellow have not been researched yet. Names displayed in green have been researched and may be constructed in the Production Station. The weapons under this category include Fighters and Orbital Lasers. Information available on these weapons includes: the name of the weapon, its weight and the production requirements needed to produce one of these items.

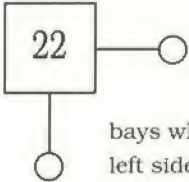
4. *Energy*. Select this folder to obtain a list of the generators (SolaGens). The next model of SolaGen does not appear on the list until the model before it has been researched. There are ten different models of the SolaGen, ranging from the MKI, the least powerful, to the MKX, the most powerful. Information available on the SolaGens includes: the name of the generator, its weight and the production requirements needed to produce one SolaGen.

5. *Supplements*. Select this folder to obtain a list of miscellaneous items. The item names that appear in yellow have not been researched yet and names displayed in green have been researched and may be constructed in the Production Station. Items included under this category are: Nodule, used to house the population of a base; Bunker, a storage area placed under the flight bays; Vaccine, used to cure diseases on other settled planets or moons; and Terraformer, used on Earth to restore the planet.

Information available on the items includes the name of the object, its weight and the production requirements needed to produce one of these items.

When viewing the Moon Base screen, the *Research Icon* at the bottom of the screen indicates the status of this station. If the icon is yellow, the research area is currently obtaining information on an object. If the icon is green, the station is in idle mode, or not researching anything at the present time.

NOTE: Before any planets can be settled, or any equipment or objects can be built, they must be researched.



Flight Bays. Select the Flight Bays to obtain a view of the eight docking bays available. Any ships built are placed in the bays when construction is complete; each bay will hold one ship. On the left side of the screen is a list of the eight bays and the name of the ship currently occupying each.

As the arrow cursor is moved across the bays, the corresponding bay number appears in the upper right corner of the screen. To access a ship, simply position the arrow cursor on the desired bay and press the left mouse button or the "5" key on the numeric keypad. After a flight bay has been selected, a screen of the particular ship in the bay is displayed. There are six icons displayed at the bottom of this screen. Listed in the order they appear, from left to right, they are:

1. *Ship Name Icon.* Each ship is automatically assigned a name after its production is complete, but you may select this icon to give the ship a different name. Using the keyboard, type the name of the ship (up to 9 characters).
2. *Assign Crew Icon.* Select this icon to assign a crew to the ship.
3. *Equipment Icon.* Select this icon to obtain a listing of the equipment available for transport. To transfer an item into the ship's cargo bay, position the arrow cursor on the arrow to the left of the item's name and press the left mouse button or the "5" key on the numeric keypad. Cargo can also be transferred to the base stores by using the same button presses and keystrokes as above, but you must remember to place the arrow cursor on the arrow to the right of the item name. The number of each individual item that you Leave or Take is displayed under the corresponding category.

Also displayed on the cargo screen, at the bottom, is the weight of each individual object; this weight is displayed as the arrow cursor is placed on the item name, and the amount of cargo a ship can carry. As the ship's cargo bay is emptied or filled, this number decreases or increases to let you know the amount of cargo space available.

NOTE: Not all ships can carry equipment or minerals.

4. *Mineral Icon*. This icon works in the same manner as that of the Equipment Icon. The only difference is that instead of the cargo screen listing equipment items, a mineral list is displayed.

5. *Launch Ship Icon*. Select this icon to launch a ship into orbit.

NOTE: A ship must be assigned a crew before it can be launched.

6. *Dismantle Ship Icon*. Select this icon to dismantle the ship presently docked in the flight bay.

There is also a window displayed on the right side of the same screen that the above icons appear inside of. The window contains information about the ship that is currently occupying the bay. This information includes: service bay number, planet or moon that the flight bay is located on, type of ship in the bay, name of the ship, minimum crew number, actual number of crew assigned, capacity of the ship's cargo bay, actual payload the ship currently has in its cargo hold, and the type of lifeform on the particular planet or moon.

Star Ships

Fighters

There are two types of ships in the game: Fighters and Transports. Listed below are the ships and the tasks they are designed to perform.

Fighter. The fighter is a manned ship used to defend the colonies you have established. When a colony is under attack, go to the defense station and select the *Fighter Icon*. By selecting the icon, all your fighters are launched and engaged in combat.

When in combat, a 3-D view is displayed. To battle an enemy fighter, simply position the crosshair cursor on his ship and press the left mouse button or the "5" key on the numeric keypad to fire.

The fighter instrument panel, at the bottom of the screen, contains the following instruments:

Range indicator: this displays the distance between the enemy ship and your fighter. **Laser charge:** every time the laser is fired, the charge diminishes. When your lasers are exhausted, you must wait for them to recharge before you can fire

again. The number **indicator, displayed in green**: the number of fighters — from your squadron — currently engaged in combat. The number **indicator, displayed in red**: the number of enemy fighters present in the area. Both of these number indicators decrease as fighters are destroyed. The arrow indicators are valuable instruments that let you know the position of the enemy fighter you are engaging in combat: your ship automatically adjusts its course to the enemy fighter's course.

Orbital Laser. The orbital laser is an unmanned, automated satellite. It is designed to protect your newly established colonies. When the Orbital Laser Icon is selected, one laser in orbit is activated and automatically tracks and destroys enemy craft. Each laser is destroyed after it fires one laser burst.

Probe. A Probe is an unmanned craft launched to a planet or moon to gather information. Once the Probe has reached its destination, it must be told to land on the surface of the planet or moon before it can start gathering and relaying data about the world.

There are three icons on the Probe's control panel — in the lower right corner of the screen — that are used to control the craft. They are:

1. *Land Ship Icon.* Select this icon to land the craft. To select the icon, simply position the arrow cursor on the icon and press the left mouse button or the "5" key on the numeric keypad.

NOTE: A ship must be in a planet or moon's orbit before it can land.

2. *Destination Icon.* Select this icon to give the ship a destination after it has been launched and is in orbit. If you do not give a ship a destination, it remains in orbit of the planet or moon it is launched from. To select this icon, place the arrow cursor on it and press the left mouse button or the "5" key on the numeric keypad.

After the icon is selected, a list of the planets and moons are displayed. Select a destination for the craft by placing the arrow cursor on the name of the planet or moon you want it to land on and pressing the left mouse button or the

Transports



"5" key on the numeric keypad.



3. *Autopilot Icon* - Select this icon when you want to exit the ship being viewed.

Grazer. The Grazer is used to transport minerals. Its main function is for mining asteroids. This craft requires a crew of four and has a 250 ton cargo capacity. The same three icons used in the Probe are also used in the Grazer, but the Grazer also displays three icons in the lower left section of the control panel. They are:

1. *View Cargo Icon*. Select this icon to obtain a list of the ship's cargo.

2. *Dump Cargo Icon*. Select this icon to eject all cargo in the ship's hold into space.



3. *Computer Icon*. Select this icon to turn the navigation computer on and off. When the computer is turned on the ship will automatically fly to the asteroid belt and scan for mineable asteroids. Once it has found one, it will return to the moon, land, unload the minerals, then fly back out to the asteroid belt. This process continues until you turn the navigation computer off.

If the computer is turned off, you will have to tell the ship to go to the asteroid belt, which asteroid to bring back to the moon, and also when to land on the moon to unload its cargo. The ship is on manual control when the computer is turned off.

NOTE: The Grazer must be in orbit before the computer can be engaged and initially told where to go.

Waverider. The Waverider is a small cargo ship that can transport either minerals or equipment. The craft requires a crew of 10 and has a cargo capacity of 50 tons. The same icons that the Probe and Grazer use, with the exception of the *Computer Icon*, are also found in this ship.

Carrack. The Carrack is a large cargo ship that can transport either minerals

or equipment. The craft requires a crew of 80 and has a 1000-ton cargo capacity. The same icons that the Probe and Grazer use, with the exception of the *Computer Icon*, are also found in this ship.

S.I.O.S. The S.I.O.S. is an unmanned craft used for establishing colonies. It carries all equipment, personnel and materials needed to set up a colony on another planet or moon. The same three icons that the Probe uses can also be found in the S.I.O.S.

Fleet Carrier. The Fleet Carrier is an enormous craft that can only carry equipment in its cargo bay. No minerals can be loaded onto the ship. The craft requires a crew of 160 and has a 1050-ton cargo capacity. The same icons found in the Probe are also found in this ship, but the Fleet Carrier also has one other icon: the Launch Fighter Icon. This is the only ship that may deploy fighters during space travel or while in orbit.

1. *Launch Fighter Icon.* Select this icon to deploy all fighters from the carrier.

Juggernaut. The Juggernaut is actually a modified version of the Fleet Carrier. A Fleet Carrier must be modified in order to transport the Terraformer to Earth. The Juggernaut is an unmanned craft with a cargo capacity of 2065 tons.



Notes For Amiga Players

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The following changes to the game were not incorporated into the Amiga version:

1. The Amiga version of Millennium: Return To Earth can only be played with a mouse. A keyboard interface was not added.

2. Number six, *File Access Icon*, under the Game Icons, operates as follows for the Amiga:

When the *File Access Icon* is selected, you are presented with a menu of three options. They are:

All Done. Select this option to return to the Moon Base screen.

Save Game. Select this option to save the game currently being played. When selected, another menu of four save game options is displayed. Place the arrow cursor on the save game option you wish the current game being played to be saved to and press the left mouse button.

NOTE: A maximum of only **four** games may be saved.

Load Game. Select this option to load a previously saved game. When selected, a menu of the saved games is displayed. Place the arrow cursor on the saved game you wish to load and press the left mouse button.

3. Under the section titled Star Ships, the fighter ships do not have the same instrumentation on their control panels. The only three instruments the ship has are the range indicator, the arrow indicators and a radar screen showing you where the enemy ship is located in comparison to your fighter.

4. Under the section titled Star Ships, the Grazer in the Amiga version does not have a computer icon. The ship must be manually controlled when mining asteroids.

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